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Pathfinder® Module™

We Be Goblins Free!*

A Pathfinder RPG adventure for level 4

By Richard Pett

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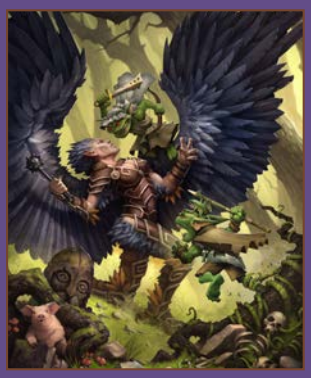
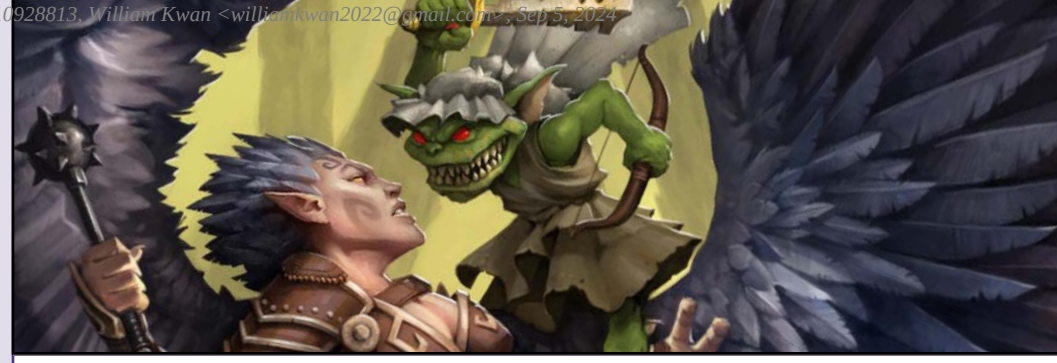


Jaime Martinez shows us that not all goblins are terrified of harpies as Reta, Poog, and Squealy Nord face off against the winged marauder Isidra!



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We Be Goblins Free! is a Pathfinder Module designed for four 4th-level goblins and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Player's Guide	APG

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We Be Goblins Free!*

About This Adventure

We Be Goblins Free! is an unusual adventure; it serves as both a one-shot game session in which the players get to play goblins and as a sequel to 2011's Free RPG Day adventure *We Be Goblins!* and 2013's Free RPG Day adventure *We Be Goblins Too!* This adventure assumes the players play four 4th-level goblin characters; your players can select their characters from the four pregenerated characters presented on pages 12–15 of this book. Alternatively, they can create their own goblin characters, using the rules presented in the *Pathfinder RPG Advanced Race Guide* and *Pathfinder Player Companion: Goblins of Golarion* for even more character options.

Although *We Be Goblins Free!* is a sequel to the previous *We Be Goblins!* adventures, knowledge of those adventures is not required to play this adventure.

WE BE CHIEFS, BUT WE GET BORED.
WANT ADVENTURE! WANT A HOARD!
MAKE ONE HAPPEN, OR YOU'LL PAY.
BRING US TREASURE! GO! OBEY!

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Adventure Background

The story of the goblin heroes Reta, Poog, Mogmurch, and Chuffy continues! Not long ago, this group of goblins from the Licktoad tribe found themselves in a pickle—and not the delicious kind! Originally intending to find some fireworks and engage in some good goblin fun, they instead ended up facing one of the marsh's scariest denizens: Vorka, the cannibalistic goblin druid. Upon returning from their ordeal, the four were treated like heroes and given grand titles and important positions in the Licktoad tribe. But then one day, tragedy struck—while the goblin heroes were out swimming in Brinestump Marsh, a group of human adventurers came in and slaughtered the whole tribe.

Left without a tribe, the four goblins had to find a new place to live. In the hills on the western edge of Devil's Platter, they came across the Birdcruncher tribe, a group that was experiencing their own troubles with fire-breathing pigs, murderous ogres, and a vacant chieftain position.

After impressing the Birdcruncher tribe with their skills at completing goblin dares, the four goblins set out to rid the Birdcrunchers of their ogre problem. Following a triumphant return, the Birdcrunchers made the goblin heroes the chieftains of the tribe.

The Birdcruncher goblins adored their new chieftains. They also feared them. Only one goblin among the tribe was smart enough to act as advisor to the mighty rulers—Wise Woman Mummy Sprattleharsh. It turns out she wasn't so wise after all, and she disappeared one evening after she went out to deal with a harpy named Isidra who was scaring the rest of the tribe. Some Birdcruncher goblins still claim they can hear a harpy's song punctuated with Mummy Sprattleharsh's screams on some nights. The goblin chieftains aren't worried, however, and just chalk it up to wind whistling through the trees.

For the heroes, the whole chieftain thing was exciting at first. They had a tribe of minions who fawned over them and brought them whatever they needed whenever they needed it. However, after a month, it started to get boring. The chieftains had to stay home all the time and watch over the tribe. They had to be big and mean so that other tribes wouldn't bother them. They had to make sure the goblins had enough to eat. They had to organize raids that they didn't get to go on. They had to settle arguments about exactly whose jar of leeches was stolen and eaten. After 3 months, it started to seem like being a chief was more trouble than it was worth. Reta, Poog, Mogmurch, and Chuffy needed something fun to do. They needed an adventure. And so the new chieftains made a proclamation: if they didn't get a proper adventure, they'd find a new tribe to rule—one whose minions knew how to be good and entertaining!

Upon hearing this, the Birdcrunchers fell all over themselves to find ways to please their chieftains. Some went out into the woods to hunt down adventure. Others started making things to please their bored yet fearless leaders. A group of goblins began work on a grand feast, complete with the chieftains' favorite truffle handcakes and other goblin delicacies. A trio of goblins went to the nearby Bestest Truffle Field to hunt for truffles with Squealy Nord—a heroic pig from the Licktoad tribe whom Poog has now taken as an animal companion—but they haven't returned yet. In the meantime, the rest of the tribe is ready to present the adventures they've found for the chieftains. Bored and hungry, the goblin chieftains wait for entertainment and their promised feast, wondering the whole time, "Was it really a good idea to become chieftains?"

Where on Golarion?

A number of goblin tribes make their home in the far western part of Varisia called the Lost Coast. The Birdcruncher Tribe's cave lies less than a mile southeast from the prominent town of Sandpoint. The truffle field featured in this adventure is about a mile northeast near the foothills of Ravenroost.

Part 1: We Be Bored!

The adventure starts with a grand goblin feast prepared by the Birdcrunchers for their new chieftains. The chieftains sit upon their throne-chairs on a raised platform while the rest of the tribe runs around in a panic, making pathetic (and occasionally self-destructive) attempts to find some manner of distraction for the chieftains—or, better yet, find them an adventure.

Food and drink is served liberally throughout the day, but even nine-gull stew, black slug quiche, poison-berry dumplings, and boiled puppy tails are only temporary distractions. The real fun is in the four amusements the Birdcrunchers have hastily organized for the day.

Between the following events, encourage the player characters to make demands of their minions. Have members of the tribe run around to refill their chieftains' mugs, bring snacks, or offer foot rubs. Encourage the goblin heroes to command a subject to stand still so they can throw food scraps at him. Let them have some fun being chieftains whose word is law.

To get your players started with the adventure, read or paraphrase the following.

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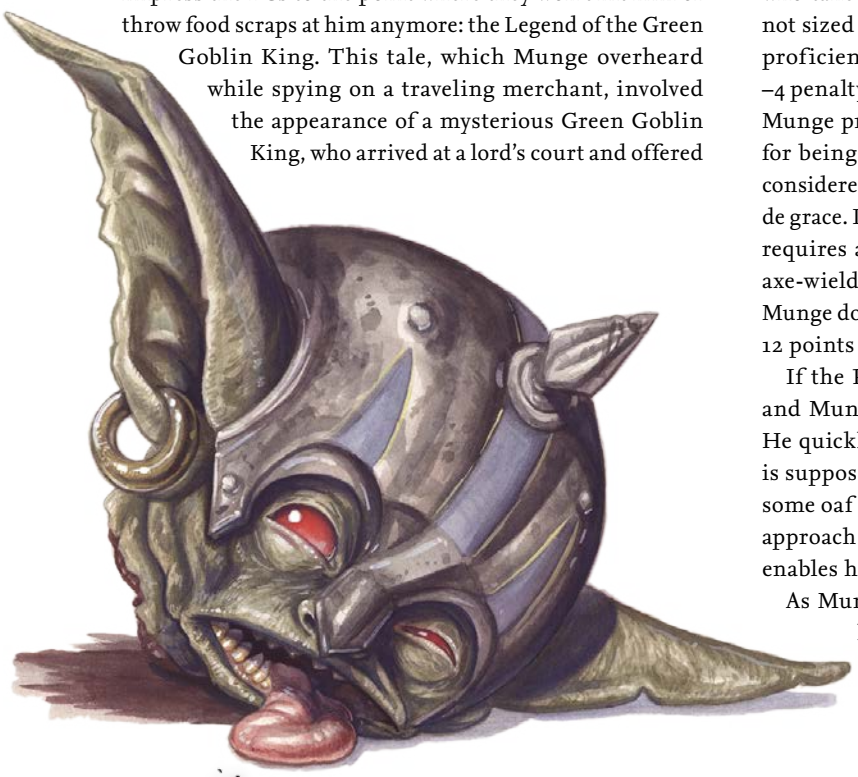
Being a chieftain is boring. Adventures are interesting. As goblin chieftains, you have quite reasonably decided that your minions in the Birdcruncher tribe should either entertain you or bring you an adventure to quell your boredom—otherwise, there'll be trouble! A great feast has been prepared in your honor, and goblins are scattering every which way to get things ready. While the others try to keep you satisfied, a few even went with Squealy Nord to hunt for your favorite truffles.

A bunch of the Birdcruncher goblins have worked hard to delight their grumpy chieftains. The goblins raided secret stores to come up with treasure to fulfill their chieftains' demands; they plan to give these items out as prizes for succeeding at the amusements (as long as the chieftains don't just take the trinkets to begin with). As the tribe gathers for the celebrations, two goblins—Plunger and Reg Runtweed—wheel out a massive thing covered in a tattered and patched blanket. They claim they have a secret treat that will make all the chieftains happy—a treat they will reveal later during the feast. However, it turns out that goblins aren't good at keeping secrets. A couple of Birdcrunchers, hoping to curry favor, already ruined the surprise and told the four goblins that Reg and Plunger built a statue to honor the chieftains' past accomplishments.

First, however, the chieftains need to be entertained!

First Amusement: The Green Goblin King

Goblins soak up stories, and Mothmangler Munge is no different. Munge heard a tale he thinks is certain to impress the PCs to the point where they won't hit him or throw food scraps at him anymore: the Legend of the Green Goblin King. This tale, which Munge overheard while spying on a traveling merchant, involved the appearance of a mysterious Green Goblin King, who arrived at a lord's court and offered a unique sport: the chance to chop off his head as long as he, the Green Goblin King, was allowed to return the blow afterward. In the story, the Green Goblin King has his head chopped off, and then, after reattaching it... Well, Munge can't remember how the story ends, as it got less interesting after the head-chopping part.



Unfortunately, Munge's plan to retell the story in a fantastical way has one small flaw, which becomes apparent as he presents the entertainment to the PCs.

Munge approaches the stage dressed as the Green Goblin King, and with a flourish, he slowly walks toward the PCs, dragging with him an oversized dwarven waraxe. As he reaches the lowest step of the platform and gathers his breath, he presents his challenge in the most flowery and poetic way a goblin can.

His offer is simple: one of the chieftains gets one blow at his neck with the waraxe (and no other weapon), but afterward, Munge gets the chance to return the blow on the striker's neck. Munge makes it clear that he promises not to flinch away or move as the blow is struck. The PCs can attempt a DC 20 Knowledge (local) check to recall a rough version of the original "longshanks tale," but their recollection is imperfect. Maybe they heard it from Munge already? Any PC who succeeds at the check can recall that after his head is taken off, the Green Goblin King gets up, puts his head back on... then the tale got boring and the character can't remember the rest of it.

Munge's axe is a Medium dwarven waraxe (it deals 1d10 points of slashing damage) and is very unwieldy for goblins, who take a –2 penalty on attack rolls for using a weapon not sized for Small creatures. In addition, any goblin not proficient with a dwarven waraxe takes an additional –4 penalty on attacks made with the weapon. Even though Munge prostrates himself (granting +4 bonus on attacks for being prone) and doesn't squirm (for once), he is not considered helpless, so the attacking PC can't deliver a coup de grace. In this position, hitting Munge's soft, skinny neck requires a successful attack against an AC of 10, and the axe-wielder must deal at least 6 points of damage to knock Munge down to 0 or fewer hit points. If the PC deals at least 12 points of damage, Munge's head comes off.

If the PC misses Munge, the assembled goblins gasp and Munge looks momentarily gleeful, then confused. He quickly points out that this is not how the adventure is supposed to begin, and the PC must try again—clearly some oaf distracted the chieftain. He continues with this approach until the action he desires (his head coming off) enables him to continue the story properly.

As Munge's head flies off (with a somewhat surprised look on its face), it rolls across the ground to the whooping cheers of the crowd. Sadly, Munge hadn't quite thought through the next bit very thoroughly, and this bit of entertainment ends

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here as his body collapses into the dirt in a bloody heap. If the damage wasn't enough to kill him, or if the PCs choose not to take the swing, Munge goes berserk, attacking the chieftains and shrieking, "That's not the way it was supposed to work! You ruined everything! My story!"

Unfortunately, as the chieftains are likely to point out, this amusement grants no treasure, and is therefore rubbish. The tribe goes quiet in shame. Fortunately, goblins can't stay quiet for long, and it is only a short time before the second amusement appears.

Second Amusement: Goblin Dog Sprint

Following Munge's failed attempt at adventure, Munkle Pupsquash leads four goblin dogs (Lil' Flaky, Grumbles, Snortlick, and Chub-Chub) out of their rickety pen and brings them to the platform in the middle of the clearing. There she regales the assemblage with the goblin folktale called "The Charge of the Most Powerful Goblins." This story tells of a group of goblin heroes who made a brave rush at the walls of a human city. The goblins leapt the moat, scaled the walls, and burned the whole place to the ground before riding off with all of the town's pickles. In her storytelling, Munkle compares each of the chieftains to a great goblin hero from the old folktale in hopes of currying favor with the disgruntled chieftains.

Munkle then explains the terms of her amusement—the goblin dog sprint. Mounted on fidgety goblin dogs (*Pathfinder RPG Bestiary* 157), the chieftains must race into the forest and jump over a fresh mud pit, climb a steep ridge, break a squash painted to look like a stupid gnome, rush back down the ridge, and jump over a clump of brambles before returning to the clearing.

Tracking speed isn't important for this event, as it's more of an obstacle course than an outright race. The PCs must successfully navigate each of the obstacles, attempting any failed checks over again (which takes more time). No saddles are provided, so the PCs take a –5 penalty on their Ride checks because they have to ride bareback.

Mud Jumper: Leaping over the mud pit requires a successful DC 15 Ride check. Failing this check results in the PC's unceremonious tumble into the mud.

Ridge Racer: Climbing the ridge is much easier, requiring only a successful DC 5 Ride check to stay on the dog's back during this bumpy ascent. Failure indicates that the PC is thrown from the goblin dog, taking 1d4 points of damage from the fall, and the chieftain must mount again to continue the course. A PC can negate this damage with a successful DC 15 Ride check to slow the fall.

Gnome Smasher: Once the PCs crest the ridge, they come upon four squashes painted to look like gnomes, each with ridiculous eyebrows and a strangely colored wig. The PCs must successfully guide their mounts with their knees (Ride DC 5) and attack the squash with a weapon or thrown rock. Hitting the painted squashes requires a successful attack against an AC of 10, and a squash is destroyed if it takes at least 1 point of damage.

Bramble Bounder: After destroying the gnome squashes, the goblin chieftains must charge down the ridge (Ride DC 5 to stay on the dog) and leap over a cluster of brambles (Ride DC 15). A goblin who fails the check to make this leap falls into the brambles and takes 1d4 points of piercing damage. A PC can negate this damage with a successful DC 15 Ride check to slow the fall.

Although all the rules necessary to run this event are included above, some unforeseen situations may come up (as often happens when goblins plan events). In this case, refer to page 201 of the *Pathfinder RPG Core Rulebook* for additional rules for mounted combat.

Once the course has been explained and the chieftains are mounted, the race starts off with a bang as Munkle lights a firecracker to start the sprint. The first goblin to return wins a jar of *restorative ointment* that tastes like bacon. If there is a tie, Munkle looks worried and tries to find a way to tell the winners they have to share.

Third Amusement: Burn the Dogs! Burn the Horses!

The next set of goblins prepared a bit of fun—accented with a whiff of burning and a taste of explosions. The goblins made a number of straw effigies representing some of the goblin chieftains' conquests. Six of these crude dummies are fashioned into dog shapes, three of them into horse shapes, and one particularly lumbering creation somewhat resembles an ogre (meant to represent Pa Munchmeat, the ogre the chieftains defeated to become the leaders of the Birdcruncher tribe). The straw figures are arranged in the clearing 10 feet from the front of the low platform, and each of the goblin heroes is handed a single star candle firework. (See page 109 in *Pathfinder RPG Ultimate Equipment* for more information on star candle fireworks, though all the rules needed for this event are presented here.)

After the fireworks are distributed, Trimple Rotmouth, a recent convert to Zarongel under Poog's tutelage, explains that the goal of this "adventure" is to shoot the fireworks into the straw effigies, preferably setting them on fire.

Once lit, the star candle fireworks can shoot a flaming ember once per round for 4 rounds. The PCs make ranged touch attacks with the star candle fireworks against the straw effigies. This attack is made at a –6 penalty (–2 due to range increment and –4 due to nonproficiency).

To make this a contest among the chieftains instead of a fiery free-for-all, each figure is worth a different number of points. The dogs have an AC of 13 and are worth 2 points each. The horses have an AC of 10 and are worth 1 point each. Each of the horse and dog dummies can be successfully attacked and set on fire only once to

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earn points. The Pa Munchmeat dummy has an AC of 10 and is worth 1 point, but can be hit as many times as the PCs wish to earn points.

To help the players visualize the different types and configuration of the straw dummies, consider using miniatures, pawns, or tokens to represent the dummies, although miniatures are not required for this event.

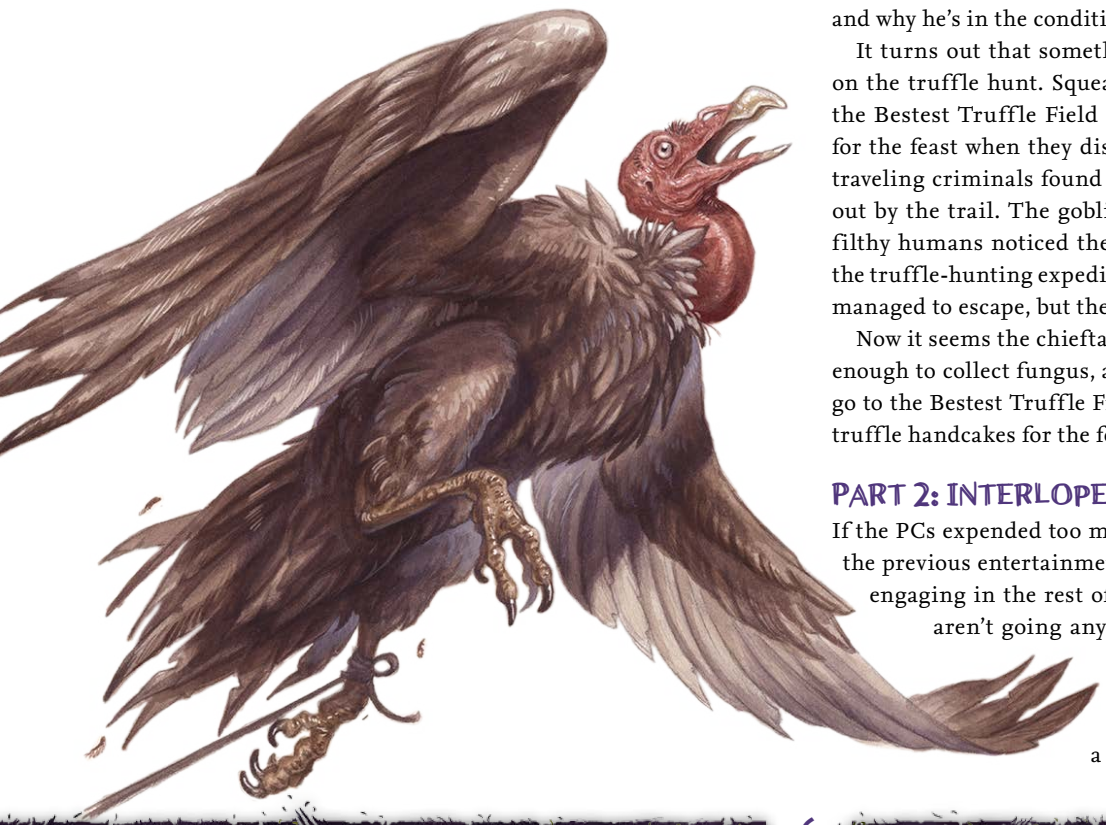
The PC with the most points after the fireworks spit their last ember wins an *elixir of hiding*.

Fourth Amusement: Killgull

Goblins enjoy playing strange and sadistic games. One of the favorites among coastal tribes is a game called killgull. To play this game, one end of a length of twine is tied to a seagull's foot, while the other end is held by a goblin. Other goblins hurl rocks at the poor bird, trying to knock it out of the sky. The goblin holding the twine can jerk the length to make the goblins miss their throws at the bird.

This event almost didn't happen. The Birdcrunchers didn't bother to save any live seagulls from the cookpot, an error they immediately regretted and instantly felt shameful for forgetting. Dillbi Tenthumbs saved the day when she managed to trap a vulture as it was pecking at part of the meal, and substituted that bird for the requisite seagull.

Dillbi gives each of the PCs a bag full of good throwing rocks, then goes to the cage to release the tethered vulture while she holds on tightly to the twine. After Dillbi releases the bird, the PCs take their shots at the greasy thing. Each PC can throw one rock per round, attacking the vulture at a range of 30 feet. A rock thrown in this way deals 1d3 points of bludgeoning damage. With each throw, Dillbi attempts a DC 10 Dexterity check to increase the vulture's AC by 2. (Dillbi is a standard goblin with a Dexterity score of 14, so she attempts this check with a +2 bonus.) If Dillbi rolls a 1 or 2 on her check, the twine slips out of her hands and the vulture escapes, immediately circling back to attack the rock-throwing goblins. The PC who kills the vulture, even if she missed each previous throw, wins a *steadfast gut-stone* (*Ultimate Equipment* 320).



VULTURE **CR 1/2**

XP 200

hp 6 (*Pathfinder RPG Bestiary 3* 284)

A Failed Hunt

After the game of killgull, as the goblins are about to begin a strange puzzle game involving bags of wasps, boxes full of nettles, and jars of nails, Squealy Nord bursts into the clearing in a squealing panic.

Beat up and bruised, Squealy pounces forward, bows low, and begins snorting and pawing the ground with his trotters. He's obviously trying to tell the chieftains something, and he nuzzles close to Poog (who has recently taken the heroic and glorious pig as his animal companion). Poog can use his *speak with animals* spell-like ability from the Animal domain to see what it is that Squealy discovered and why he's in the condition he's in.

It turns out that something went terribly wrong out on the truffle hunt. Squealy and three goblins went to the Bestest Truffle Field to get the special ingredient for the feast when they discovered a group of Sczarni—traveling criminals found throughout Varisia—camped out by the trail. The goblins tried to sneak by, but the filthy humans noticed them and immediately attacked the truffle-hunting expedition. Squealy Nord only barely managed to escape, but the three goblins were killed.

Now it seems the chieftains' minions aren't even good enough to collect fungus, and it's up to the chieftains to go to the Bestest Truffle Field on their own if they want truffle handcakes for the feast.

Part 2: Interlopers!

If the PCs expended too many of their resources during the previous entertainment events, let them rest before engaging in the rest of this adventure. The truffles aren't going anywhere on their own, and the Sczarni are lazy, shiftless, and likely to be camped by the truffle field for at least a few days.

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The truffle field is close to a mile away—about the same distance a typical goblin would chase a puppy before getting bored or distracted. The goblins know the woods well enough, but they have to pick their way around brambles, boulders, and other tricky terrain, which causes the journey to take roughly an hour.

Sczarni Campsite (CR 4)

The PCs come across the Sczarni bandit campsite after creeping through the woods.

Two wagons, their wooden panels exquisitely carved and vibrantly painted, sit in this forest clearing. The first noticeable thing in the small dell is a burning campfire and three goblin heads stuck on narrow poles. Logs for sitting and gear for cooking surround the campfire, and the smell of a greasy stew floats on the gentle summer breeze.

SQUEALY NORD

Creatures: The Sczarni bandits are in the process of cooking their dinner. One of them stirs a big pot set on the fire, while another bandit peels potatoes and skins rabbits, tossing a scrap to one of the attentive dogs every so often.

The Sczarni bandits knew this region was full of goblins, so when they killed the three previous truffle hunters, they chopped off the goblins' heads and posted the heads on sticks to try to frighten off any other goblins. When they discover new goblin targets wandering into their campsite, the Sczarni leap to their feet to defend themselves.

The breeze is blowing toward the south, so the dogs in the campsite are unlikely to be able to scent the goblins as they approach, but the dogs or bandits might hear the PCs if they are not stealthy. Upon detecting one of the PCs, the dogs erupt in a chorus of barks and growls, immediately alerting their Sczarni masters. In addition to traveling with guard dogs, the bandits use stout horses to pull their wagons. These aren't fast animals, but they're hearty and accustomed to pulling heavy wagons long distances. Four of these horses, tied to a highline stretched between two trees, are grazing.

Two of the horses flee when the fighting starts, breaking their lines and bolting off into the woods. If their hatred for horses is strong enough, the goblins might want to chase down the fleeing horses, but that's probably best left for another time. Only two horses remain behind, tethered to their posts and unable to run, but they make a lot of noise and buck wildly, trying to get away unless calmed. The horses fight to defend themselves only if attacked.

The PCs (or the bandits) can also use the campfire to their advantage. A few pokers sit in the fire, and there are some smaller logs that can be used as fiery weapons in a pinch. The pokers can be used as Medium one-handed improvised weapons that deal 1d6 points of bludgeoning damage and 1 point of fire damage. The PCs can pull a small log out of the fire and use it as a Small one-handed improvised weapon that deals 1d4 points of bludgeoning damage and 1 point of fire damage. After combat, the campfire also serves as an easy and compelling way for the goblins to burn the Sczarni wagons to the ground.

SCZARNI BANDITS (4) **CR 1/2**

XP 200 each

Human rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 10 each (1d8+2)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6+2/19–20)

Ranged shortbow +3 (1d6/×3)

Special Attacks sneak attack +1d6

TACTICS

During Combat If the Sczarni bandits are somehow aware of the goblins' approach, two of them set up an ambush from behind the wagons and attack with their shortbows from behind cover. When fighting in melee combat, the Sczarni bandits maneuver around the campsite to flank their enemies in order to deal sneak attack damage.

Morale A Sczarni bandit flees into the woods—abandoning the campsite, horses, and wagons—once reduced to 3 or fewer hit points.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 16

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +6, Climb +5, Disable Device +6, Escape Artist +6, Knowledge (local) +4, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +6

Languages Common

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear alchemist's fire; **Other Gear** studded leather, mwk short sword, shortbow with 20 arrows, flint and steel, set of thieves' tools, pair of gold hoop earrings (worth 5 gp each), 4 gp

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DOGS (3) **CR 1/3**

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 87)

HORSES (2) **CR 1**

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 177)

Treasure: After defeating the truffle-hunting goblins, the Sczarni bandits stole the goblins' truffle bag and pitched their dogslicers and shortbows into the woods with their headless bodies. The bandits even took poor Slipwhittle's toe scratcher and used it to shave some of the pilfered truffles into their stewpot. Though the goblins had only just started to hunt for truffles, they managed to get four (each the size of a baby's fist) before being attacked.

Banditry hasn't been very profitable in this remote area, so the Sczarni don't have much loot in their wagons. Mixed in with the clothing and the food, the PCs can find a bundle of four adamantine arrows, a tin box filled with various bits of jewelry (worth 140 gp total), a well-preserved ham, three jugs of mead (worth 2 gp each), a wooden box filled with 1 pound of cloves (worth 15 gp), a brass prosthetic foot (worth 2 gp), and a *lesser strand of prayer beads* with only a *bead of blessing* remaining.

SCZARNI BANDIT

Part 3: Truffle Hunt

After a short walk down a forest trail, the PCs arrive at a clearing: a place known as the Bestest Truffle Field. This area contains two encounters, and the PCs could approach the scene from a few different directions, potentially investigating the silo (area **2**) before approaching the old oak (area **1**).

The Bestest Truffle Field

A huge oak stands on the north edge of a narrow clearing. Its trunk is covered in vines, and its tangled roots provide a healthy bed known to be the source of the best truffles in the area. Fallen trees and a few large rocks are spread out through this wide clearing. A ruined silo slumps not far away.

This small glade is actually part of the back acreage of an abandoned farmstead. Rocky and poor in nutrients, this land is overgrown and tangled from disuse. While the clearing is known to produce the best truffles in the area, the goblins are cautious about venturing to the field too often because horses sometimes graze in this area and dogs roam the meadow hunting rabbits—and sometimes goblins. The goblins have even spotted a hunter prowling this part of land who has taken down truffle-hunting goblins more than once with his trusty bow.

From previous trips over the past couple of months, the Birdcruncher goblins discovered that the farmer hasn't been seen in a while, and they determined they could return to the Bestest Truffle Field and safely hunt for truffles.

1. The Old Oak (CR 3)

This towering oak casts shade over much of the clearing, its canopy taller than the other trees in the forest.

The tastiest and most pungent truffles grow in the dirt between the gnarled roots of this old oak tree. The goblins of the Birdcruncher tribe have been coming to this field for years, mainly to hunt for small animals or to set bird traps. Once Squealy Nord

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arrived in the tribe along with the PCs, the Birdcruncher goblins discovered the field to be rich with delicious truffles, and hunting expeditions began to occur on a regular basis.

While truffling is normally a task better suited for a sow, Squealy Nord has a fine nose for truffles and can sniff them out while rooting around in the leaves beneath the massive oak. Have the player who is using Poog as a pregenerated character roll a few Survival checks to simulate the truffle hunt. A successful DC 10 check is enough to find a truffle, but after a few rolls, trouble strikes.

Creatures: Wrapped around the oak tree's trunk, an assassin vine uses its camouflage ability to remain unnoticed until the PCs approach and start digging for truffles. The assassin vine wasn't there the last time the PCs visited the Bestest Truffle Field, and a particularly observant goblin might notice this detail. Any PC who succeeds at a DC 20 Knowledge (nature) or Perception check realizes this fact and gets a feeling that something is out of place. Any goblin hero who remembers the tree didn't have vines on it last time (by succeeding at a DC 20 Intelligence check) gains a +2 circumstance bonus on checks to foil the assassin vine's camouflage ability.

ASSASSIN VINE **CR 3**

XP 800

hp 30 (*Pathfinder RPG Bestiary* 22)

A2. Ruined Silo (CR 4)

Portions of this old silo's stone walls have fallen free from its mortar, leaving holes in the structure's weathered face. The silo's thatched roof is soggy and bare in places.

This old grain silo is empty save for fallen thatching, crumbled stones, and remnants of long-ruined grain. A tangle of straw, branches, tattered cloth, and other items form a massive nest in the rafters for the silo's current inhabitant.

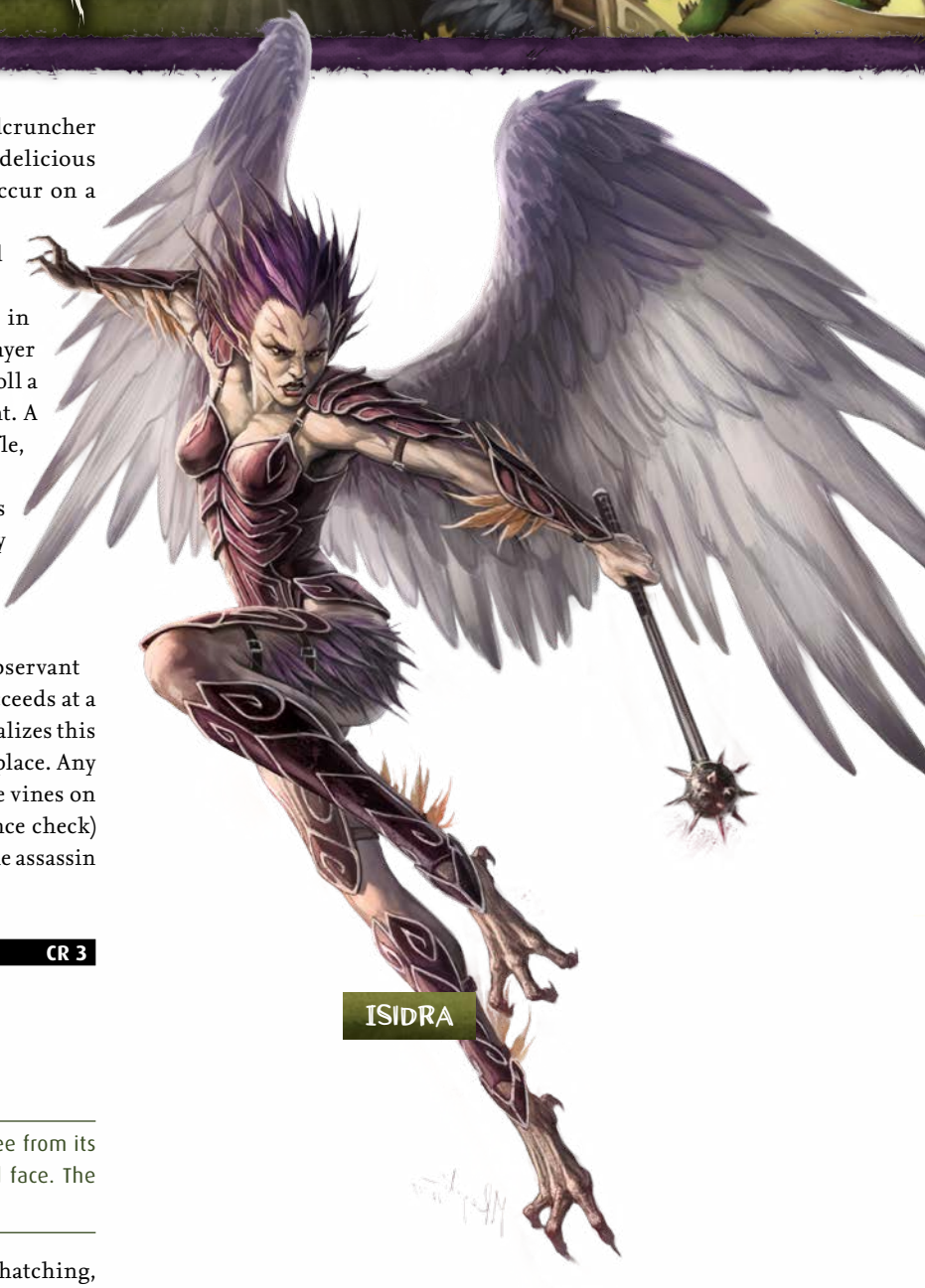
Creature: A harpy named Isidra lives here. She is likely to be awakened by the sound of goblin screams as the heroes struggle with the assassin vine. Irritated that her sleep was interrupted, Isidra soars out of her silo and attacks the goblin chieftains. If the goblins inspect the ruined silo before hunting for truffles, Isidra is nesting in the silo's upper reaches, 30 feet above the ground.

ISIDRA **CR 4**

XP 1,200

Harpy (*Pathfinder RPG Bestiary* 172)

hp 38



TACTICS

During Combat Isidra soars above the PCs and uses her captivating song ability to fascinate as many of them as possible, landing only when her captivated targets draw near. She then savages her victims with her morningstar and talons. If none of the goblins are captivated, Isidra uses Flyby Attack to whittle them down one by one.

Morale Unafraid of pesky goblins, Isidra fights to the death.

Treasure: If the PCs climb up to Isidra's nest and root around, they can find the stash of treasure collected from the harpy's previous victims. The items are in a leather satchel hidden beneath some straw and limbs, requiring a successful DC 20 Perception check to discover. In the satchel are the following items: a piece of polished red coral (worth 200 gp), a rolled-up portrait of an old man

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and his dog (worth 50 gp), a jade egg (worth 150 gp), a *potion of levitate*, a *scroll of detect undead*, a *scroll of dimension door*, a *wand of shatter* (12 charges), and a box containing *incense of meditation*.

Development: After defeating the assassin vine and Isidra, the goblins can now peacefully gather any remaining truffles. Squealy Nord is the best at this, since he can use his superior sense of smell to find where the truffles grow just beneath the leaves and dirt. Squealy can attempt a DC 10 Survival check to find 2d6 truffles—plenty to make truffle handcakes. The PCs can attempt their own Survival checks as well to either find truffles on their own or to use aid another on this search. Failing this check by 5 or more means the goblin mistakes a chunk of dried horse dung for a truffle and refuses to believe otherwise. The goblins need only half a dozen truffles to make the handcakes they want so much.

GOBLIN CHIEF EFFIGY

Part 4: Chaos at the Cave

After gathering truffles, the PCs head back home to finish the feast that their goblin minions have set for them—even if they had to go get the truffles themselves.

Birdcruncher Cave (CR 5)

Shouts and screams pierce the air surrounding the Birdcruncher cave. The smell of the feast is... different. Mixed into the scent is a greasy smell peppered with burning wood, straw, and sulfur. The smell might even be goblin—*cooking* goblin. All of the preparations are in shambles. The tables are overturned, the cook pots have been knocked over, and the goblin dog pens are on fire.

Creature: The PCs return to their tribe expecting to be feted, cheered, and sung about. However, when they reach the clearing, they come upon a scene of chaos. Not long after the PCs left (and long before it could be revealed as part of the feast), the goblin chieftain effigy that Reg Runtweed and Plunger wheeled out began acting strangely.

It started slowly enough. At first, some of the nearby goblins thought their eyes were playing tricks on them when another goblin claimed the statue moved. Others said they heard voices talking about eating their tender, green flesh. Some of the goblins chose not to say anything, thinking that it was a chieftain trick and the big bosses were actually keeping an eye on the tribe while they were away to make sure none of the dumb goblins messed things up too much—or sat in their throne-chairs!

The effigy that the goblins built was intended as an endearing gesture celebrating their chieftains' past accomplishments. Reg Runtweed and some other goblins ventured to the sites of their chieftains' heroic battles and collected trophies that would remind them of their mighty victories. Unknown to Reg, one of the goblins snatched the skull of Vorka—the cannibalistic goblin druid the PCs fought in *We Be Goblins!*—and incorporated it and some of her bones into the statue. Now her vileness seethes through the effigy, causing it to shudder to some semblance of life. Vorka's disembodied voice

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shrieks as the effigy crashes through the clearing, calling for more goblins for her cook pot, grotesquely describing her preferred butchering methods, and pointing out how particular goblins might taste. Even more disturbing than the voice of a long-dead goblin cannibal is the stench—the whole place reeks of cooked goblin, as if Vorka prepared enough goblin stew to feed an army. The enormous hodgepodge of parts stumbles about, trying to kill anything within reach and erupting with sparks and fire as various fireworks explode from within its makeshift body.

GOBLIN CHIEF EFFIGY **CR 5**

XP 1,600

Animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 8, flat-footed 14 (–1 Dex, +6 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** –4

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+6 plus burn)

Space 10 ft.; **Reach** 10 ft.

Special Attacks burn (1d6 fire, DC 12), trample (1d8+9, DC 18)

TACTICS

During Combat The goblin chief effigy is an engine of destruction. It crashes around in the dell outside the cave, attacking anything that moves. To close the gap between itself and any targets, it rushes over, hoping to catch goblins in its trample attack. Once it is adjacent to any goblins, it smashes them with its burning slams and tries to stay close to multiple targets so its fireworks have the chance to affect the greatest number of targets.

Morale Mindless and destructive, the goblin chief effigy fights until destroyed.

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ Construction Points (additional attack, burn, fireworks, trample), flaws (haunted, slower)

SPECIAL ABILITIES

Fireworks (Ex) The goblins who made the effigy stuffed fireworks into their creation. Now that the effigy is animated, the goblin-made monstrosity can use these fireworks as a weapon. With each movement, spinning pinwheels and gouts of sparks erupt from the effigy. Once every round, a random creature within 10 feet of the effigy takes 2d6 points of fire damage from these constantly erupting fireworks. This damage is halved if the target of the attack succeeds at a DC 15 Reflex save.

Haunted (Ex) The goblin chief effigy is haunted by the spirit of the cannibalistic goblin Vorka. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Slower (Ex) The goblin chief effigy's construction is slapdash, in the typical goblin style. This lack of careful engineering reduces the effigy's movement to 20 feet.

Concluding the Adventure

With the goblin chief effigy destroyed, the goblins of the Birdcruncher tribe slowly slink from their hiding places, ready once again to cheer their beloved chieftains. They bowed and scraped at their fearless leaders before, but now—after witnessing the destruction of the fireworks-laden monstrosity—the goblins of the Birdcruncher tribe would follow the PCs into Hell. It takes a bit of time, but with a little cleaning up and additional cooking, the feast goes on!

Pregenerated Characters

The following pages present four pregenerated goblin heroes to be used as PCs in this adventure. Players who are familiar with *We Be Goblins!* and *We Be Goblins Too!* will recognize these four rascally little goblins, for they are the same ones who retrieved fireworks for the Licktoad tribe and impressed the Birdcrunchers enough to be named chieftains. They've grown more powerful—and more bored—since then, and each is now a 4th-level character with better gear and more abilities than before.

In addition, upon reaching 4th level, Poog gained the ability to take an animal companion (a benefit from the Animal domain), and chose Squealy Nord to serve that role. Although Squealy Nord isn't around during the amusements, he can go along with the goblin chieftains when they venture out to the Bestest Truffle Field. Below are statistics for Squealy Nord in all his piggy glory.

SQUEALY NORD

Boar animal companion

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)

hp 13 (2d8+4)

Fort +7, **Ref** +4, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+1)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +1; **CMD** 12 (16 vs. trip)

Feats Great Fortitude

Skills Perception +5, Stealth +9

SQ link, share spells, tricks (attack [any creature], come, down, fetch, guard, track)

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Chuffy Lickwound

Sadistic Chuffy is horrible indeed. He loves to sneak up on his enemies and stab them. If he gets the chance, he also likes to light fires; lighting fires is Chuffy's idea of great fun—almost as enjoyable as causing big explosions. Chuffy's developed a delightful new passion for poison, but after he accidentally poisoned himself for the seventh time, he made an unusually wise decision to have his friend Mogmurch apply poison to his crossbow bolts when the time comes, since Mogmurch is so much better at it.

Chuffy has adapted to chiefdom quite well. He enjoys bullying the other goblins in the tribe, and really likes that they bring him things when he asks for them. For entertainment, he sets up deadly pranks and waits for one of the goblins to fall into them.

Even though he's as bored as the others, he spends a lot of time with Mogmurch, watching him blow stuff up. Chuffy also wanders around in the woods when he's able. While on these walks, he's always looking for frogs, sparrows, or bugs to feed to his pet spider (who has grown a bit from this special treatment).

CHUFFY LICKWOUND

Male goblin rogue 4 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +5 Dex, +1 dodge, +1 size)

hp 33 (4d8+12)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 dogslicer* +10 (1d4/19–20)

Ranged mwk hand crossbow +10 (1d3/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 8, **Dex** 20, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +1; **CMD** 17

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Bluff +5, Disable Device +14, Escape Artist +12, Knowledge (local) +8, Perception +8, Ride +13, Sleight of Hand +12, Stealth +20

Languages Common, Goblin

SQ rogue talents (bleeding attack +2, combat trick), trapfinding +2

Combat Gear *+1 flaming bolts* (3), *potions of cure moderate wounds* (2), *potion of invisibility*, Medium spider venom (4 doses); **Other Gear** *+1 studded leather*, *+1 dogslicer*, mwk hand crossbow with 10 bolts, cowbell (worn), curved sewing needle, grappling hook with 30 feet of rope, jar of pickled crickets (equivalent to 1 day's trail rations), lock of hair tied around a dog's paw (worn on a thong about Chuffy's neck), metal skewers (3), mwk thieves' tools, stuffed raven, tindertwigs (4), wire cage containing pet spider named Stankrush

GOBLIN TRAIT

Pustular Your face is covered in unpleasant pimples and outright boils that have a tendency to pop at inopportune moments. Although this makes you particularly ugly, you're also used to discomfort. Whenever you're subjected to an effect that causes the sickened condition, you can make two saving throws to avoid the effect (if a saving throw is allowed), taking the better of the two results as your actual saving throw.

Chuffy's Song

Chuffy's face might make you sick,
But Chuffy's knife is awful quick.
And if you are his stabby pick—
Then knife goes in you, stick stick stick!

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Mogmurch

Ten-year-old Mogmurch is deranged. Since he's become a chieftain in the Birdcruncher tribe, he's been able to get better at his hobby of blowing things up. He spent some time with other fire enthusiasts learning some of their favorite techniques. One of the other goblins even introduced the idea of using bird poop to mix in with his explosives—a discovery that really packs a punch.

When not blowing things up, planning to blow things up, figuring out new ways to blow things up, or dreaming about blowing things up, Mogmurch likes to mix chemicals and invent new destructive things. Mogmurch shares many of these alchemical creations with others, because he enjoys making the other goblins in the tribe think he's smart.

MOGMURCH

Male goblin alchemist 4 (*Pathfinder RPG Bestiary* 156, *Pathfinder RPG Advanced Player's Guide* 26)
NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 17, flat-footed 15 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield, +1 size)
hp 29 (4d8+8)
Fort +7, **Ref** +8, **Will** +0; +2 vs. poison

OFFENSE

Speed 30 ft.
Melee mwk club +4 (1d4–1)
Ranged bomb +9 (2d6+3 fire)
Special Attacks bomb 7/day (2d6+3 fire, DC 15)
Alchemist Extracts Prepared (CL 4th)
2nd—*elemental touch*[APG] (DC 15), *invisibility*
1st—*cure light wounds*, *enlarge person*, *expeditious retreat*, *shield*

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10
Base Atk +3; **CMB** +1; **CMD** 17
Feats Brew Potion, Dodge, Great Fortitude, Throw Anything
Skills Craft (alchemy) +10, Heal +6, Knowledge (nature) +9, Perception +6, Ride +9, Sleight of Hand +11, Stealth +16, Survival +6
Languages Common, Goblin, Orc, Varisian
SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bombs, precise bombs [3 squares]), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy
Combat Gear *potions of cure light wounds* (4), *potion of barkskin*, *potion of fly*, alchemist's fire (4), tanglefoot bags (2), thunderstone; **Other Gear** leather armor, mwk buckler, mwk club, *defoliant polish*[APG], *elixir of hiding*, *ring of protection +1*, *salve of slipperiness*, black eye patch (with hole to see through cut in it), fine belt pouch, formula book (contains all extract formulae known, recorded in the form of sketches and drawings because words are scary), gourd of pickled leeches (equivalent to 1 day's trails rations), lucky pet toad named Amfibier, skull face mask, metal codpiece, spectacles (for show)

GOBLIN TRAIT

Bouncy Your bones and flesh are more elastic than those of most goblins—when you fall, you tend to bounce a little better than they do as a result. Whenever you take falling damage, the first 1d6 points of lethal damage taken in the fall are automatically converted to nonlethal damage. You also gain a +2 bonus on all Reflex saves to avoid unexpected falls.

Mogmurch's Song

Things go boom when Mogmurch throws,
Much more fun than using bows.
Sometimes where the boom boom blows
Is not my fault—that's how it goes.

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Poog of Zarongel

Poog is a frightening little cleric of the goblin deity Zarongel, the sacred god of dog-killing, fire, and most holy mounted combat. That Poog isn't very good at mounted combat is his not-so-secret shame, so he funnels most of his energy into attempts to overachieve at his god's other sacred teachings—killing dogs (although he's only killed a couple of them so far) and lighting fires (something he's done a hundred times).

Since becoming a chieftain of the Birdcruncher tribe, Poog's been able to convert seven other goblins to the worship of Zarongel, the most devout of whom is Trimple Rotmouth. Poog even built a shrine to Bark Breaker in the Birdcruncher tribe's cave, and he taught the other goblins how to make dog bone fetishes. The Zarongel worshipers take part in services that attract a lot of attention from the other goblins in the tribe, mainly because the services always include setting fires. What goblins can resist the lure of flickering flames?

POOG OF ZARONGEL

Male goblin cleric of Zarongel 4 (*Pathfinder RPG Bestiary* 156)
NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 size)
hp 27 (4d8+6)
Fort +6, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.
Melee mwk short sword +5 (1d4/19–20)
Ranged javelin +6 (1d4)
Special Attacks channel negative energy 4/day (DC 13, 2d6)
Domain Spell-Like Abilities (CL 4th; concentration +7)
At will—*speak with animals* (7 rounds/day)
6/day—fire bolt (1d6+2 fire)
Cleric Spells Prepared (CL 4th; concentration +7)
2nd—*cure moderate wounds*, *hold person* (DC 15), *produce flame*[D], *sound burst* (DC 15)
1st—*burning hands*[D] (DC 14), *command* (DC 14), *cure light wounds*, *divine favor*, *shield of faith*
0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize*
D domain spell; **Domains** Animal, Fire

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12
Base Atk +3; **CMB** +2; **CMD** 14
Feats Improved Initiative, Lightning Reflexes
Skills Handle Animal +3, Ride +6, Spellcraft +5, Stealth +9
Languages Goblin
SQ animal companion (pig named Squealy Nord; see page 11)
Combat Gear *wand of cure light wounds* (43 charges), *wand of fireball* (3 charges), *elixir of fire breath*; **Other Gear** *+1 chain shirt*, javelin, mwk short sword, *cloak of resistance +1*, *pearl of power* (1st-level), broken wooden flute, empty salt shaker, jar of pickled seagull feet just about ready to eat (equivalent to 1 day's trail rations), lucky pet toad named Flybreath, smoking pipe, squashed dead toads (2), tindertwigs (5), wooden holy symbol of Zarongel (partially singed)

GOBLIN TRAIT

Goblin Bravery You have a worrying propensity for overconfidence in combat. When facing an enemy that's larger than you, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant you a +1 trait bonus on attack rolls with non-reach melee weapons.

POOG'S SONG

POOG SAY ZARONGEL IS THE BEST,
HE HELP BURN THINGS AND HEAL THE REST.
ZARONGEL'S FAVOR MAKES POOG BLESSED.
AND POOG ALSO STAB YOU WITH KNIFE IF
YOU MAKE FUN OF HOW HE ISN'T GOOD AT
RIDING ANIMALS.

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Reta Bigbad

Reta likes to torment small, harmless animals, and usually has a pocket full of such creatures in case she gets bored. She finds it hard not to shout when she speaks, and loves taking risks in combat to scare her enemies.

After Reta became a chieftain, most of the goblins in the Birdcruncher tribe were really impressed with her fighting and ability to kill things. Reta is especially happy that so many of the Birdcrunchers are afraid of her. She knows that they know she's better than they are and couldn't stand up to her in a fight. Because of this, she gets to do whatever she wants. Sometimes when she's especially bored, she makes a couple of the other goblins fight each other for her own entertainment.

RETA BIGBAD

Female goblin fighter 4 (*Pathfinder RPG Bestiary* 156)
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +3 Dex, +1 size)
hp 38 (4d10+12)
Fort +6, **Ref** +4, **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee *+1 dogslicer* +9 (1d4+3/19–20)
Ranged mwk shortbow +9 (1d4/×3)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +5; **CMD** 18
Feats Dog-Sniff Hate, Point-Blank Shot, Rapid Shot, Skill Focus (Perception), Weapon Finesse
Skills Intimidate +2, Perception +8, Ride +10, Stealth +10
Languages Goblin
SQ armor training 1
Combat Gear *+1 animal bane arrows* (6), *+1 flaming arrows* (6); **Other Gear** *+1 breastplate*, *+1 dogslicer*, mwk shortbow with 15 arrows in a quiver decorated with dog ears, bridal veil, dented metal tea ball, Halfling ladies' corset, leather dog collar (worn as a belt), lucky pet toad named Spotol, rope with dead moles sewn into it (20 feet), small jar of smashed caterpillars (partially fermented), small silver mirror, toasting fork

GOBLIN TRAIT

Balloon Headed Your head is particularly wide and large, even for a goblin. You gain a +1 bonus on Perception checks, and Perception is always a class skill for you. You take a –8 penalty on any Escape Artist check that requires you to squeeze your head through a tight space.

Feat: Dog-Sniff Hate

Unlike many goblins, you're not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad—very mad.

Prerequisites: Skill Focus (Perception), goblin.

Benefit: You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creatures, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.

Reta's Song

Reta chop and Reta bite!
Reta slay and Reta fight!
Reta stab and Reta smite!
Reta kills it all just right!

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Goblin Free-For-All

Pathfinder Module

We Be Goblins Free!

After losing chieftain after chieftain, the Birdcruncher goblin tribe finally found competent leadership in its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. But it turns out leading a tribe of goblins isn't much fun, and the newest Birdcruncher chieftains are bored. In order to cure their doldrums, the chieftains have issued a new demand—find them some adventure, or else!

Eager to please their great chieftains, the Birdcruncher goblins frantically try to whip up all sorts of amusements, including goblin games, feats of skill, and a grand feast. But trouble arises in the midst of the goblins' feast for their mighty leaders—the goblins who went to harvest truffles for the feast got beat up by some stinky humans!

Now the Birdcruncher chieftains find themselves getting more adventure than they bargained for as they venture to the Bestest Truffle Field to pick up the slack for their bumbling minions. Will the goblin heroes be able to make it to the field, find the treasured fungus, defeat the mean humans, and make it back to the tribe in time to enjoy their well-deserved feast?

We Be Goblins Free! is an adventure for four 4th-level goblin characters, written for the award-winning Pathfinder Roleplaying Game. The adventure takes place near the Devil's Platter in Varisia in the Pathfinder campaign setting, and serves as a sequel to both *We Be Goblins!* and *We Be Goblins Too!*, Paizo's popular 2011 and 2013 Free RPG Day adventures!

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